

- 1-6 PLAYERS
- 8 AND UP
- 20 MINUTES

Game RULES

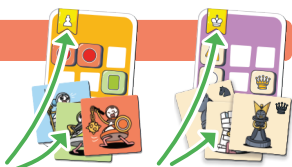
CHECK MATES

About the Game

Develop your abstract thinking!
 Draw a shared task card, showing a layout of tokens on the table. Move the tokens in your head: how many moves would it take to arrange them as shown on the task card? The player who finds the shortest route gains victory points. Acquire the most victory points to win the game!

CONTENTS

- 28 double-sided cards
- 7 double-sided tokens
- These rules



The Sliding Puzzle side

The Chess side

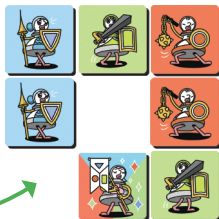
SETUP

Choose a version of the game: *Sliding Puzzle* or *Chess*. Start with the *Sliding Puzzle* to become familiar with the game, see setup and rules for it below. Then you can try the *Chess* version, solo game or blitz game.

1 Flip all tokens **Sliding Puzzle side** up.

2 Arrange the tokens in a 3x3 grid with 2 empty spaces – one at the center and another one in a random spot. Like this for example. This is **the play area**.

3 3. Shuffle the deck of cards and place it near the play area, **Sliding Puzzle side down**.



You are ready to begin!

HOW TO COMPLETE TASKS

Each card has a **task** — a particular layout of three or four tokens in the play area in relation to each other. You gain 1 point for three-token tasks and 2 points for four-token tasks. To complete a task and gain points you need to recreate a given layout of every indicated token in the play area. The positions of all other tokens and empty spaces doesn't matter.



Only **token colors** matter for completing a task: **blue**, **red** and **green**. The three-colored token is considered a joker and can replace a token of any color.

Note that neither the task card nor the play area has a top or a bottom. You can rotate the task in your mind 90, 180, or 270 degrees. However, **you cannot mirror the task** (see example below).



GamePLAY

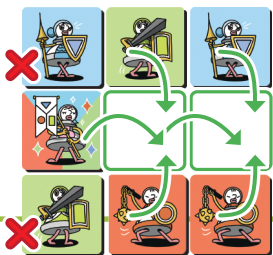
1 Reveal the top card of the deck – on it you'll find the shared task for all players.

2 All players at the same time try to be the first to estimate **how many token movements it would take** to achieve the desired layout. At this point in the game the players cannot physically move the tokens, **they can only do it in their heads.**

TOKEN MOVEMENTS

- In 1 move you can move a token 1 space in any direction onto an empty spot, but not diagonally.
- Tokens can't be moved outside of the play area.

For example, in this play area you can move the three-colored token once or twice. The green and blue tokens in the corners can't be moved. All the other tokens can be moved only once.



3 The player who

first announces their estimated number of moves immediately starts to count to five out loud, putting their fingers down. While they are counting, another player can **interrupt** them, announcing a lower number of moves. Now that player starts to count to five. Each player can announce their number of moves only **once per round**. If a player finished counting to five without interruption, they earn the right to prove their answer.

4 To prove their answer that player physically moves the tokens in the play area the way they planned in their head. The others check the following conditions:

- the number of moves doesn't exceed the one announced by the player,
- the final layout in the play area matches the task card (remember, that the task card can be rotated).

The answer must fulfill both of those conditions, if not, it is considered a **mistake**.

No mistakes? The answering player places the task card in front of them face up. At the end of the game, it will bring them victory points.

Made a mistake? The answering player places the task card in front of them face down – **this is a penalty card.**

Note:

- A player can't undo or redo their moves. If they do, it is considered a mistake.
- If a player realizes, they've made a mistake, they stop and immediately take the penalty card.

ZERO MOVES? Sometimes the play area is already arranged in a way that matches the task card – meaning you need zero moves to complete it. In that case you just have to be the first to announce it.

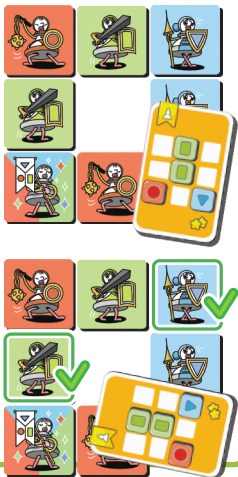
5 The layout in the play area stays the way it is. Move on to the next task, repeating the process from the step 1.

The game ends when a player takes the last task card from the deck.

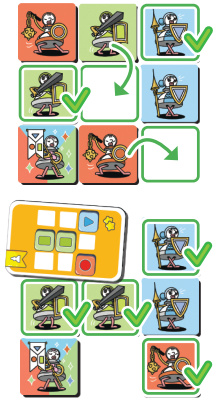
EXAMPLE TURN

Andrew is the first to announce: "I'll complete this task in 4 moves" and starts to count to five. Emily interrupts him: "I'll complete this task in 3 moves". Now she starts to count to five. Nobody interrupts her. Emily finishes counting to five and earns the right to prove her answer.

One green token and one blue token are already in the right spots, so Emily only needs to move the other two.



She moves the green token down and the red token to the right. It takes two moves. Two is a lower number than Emily announced, but not higher, so it's not considered a mistake. The layout in the play area matches the task card rotated 90 degrees to the left, meaning that Emily completes the task. She places the card in front of herself and will gain 2 victory points for it at the end of the game.

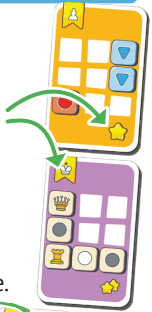


ENDGAME AND VICTORY

Each player counts victory points for each card in front of them depending on which side up it is:

- +1 or +2 victory points as indicated by the stars on the card if it's facing up,
- -1 victory point for each penalty card (ignore the amount of victory points indicated on the card)

The player with the most victory points wins the game. In case of a tie, the player who has fewer penalty cards wins the game.



If that does not resolve the tie, each of these players is considered a winner.

For example, Gregory completed 3 tasks and made 2 mistakes. He gets $1+2+1=4$ victory points for completed tasks. He loses 2 points for two penalty cards. His final score is $4-2=2$ victory points.

«Chess»

During setup use the Chess side of cards and tokens. Otherwise, setup remains the same.

As for gameplay, there are several changes in tasks and moves (described below), otherwise it remains the same. The scoring also remains the same, but remember that penalty cards are the ones with the Sliding Puzzle side up.

HOW TO COMPLETE TASKS

Both the type of chess piece and its color matter when completing a task.

A rook 🏰, a knight 🐎 and a queen 👑 could be white ○ or black ●. The king 👑 is considered a joker and can replace any piece of any color.

- If a task indicates a piece, it means that there must be a piece of this type of any color in this place.
- If a task indicates a color, it means that there must be any piece of this color in this place.

For example, for this task it is important for a rook 🏰 and a queen 👑 to be in their specific spaces (both pieces can be of any color), as well as two black pieces ● (both can be of any type) and one white ○ piece. Any of these pieces can be replaced by a king.

TOKEN MOVEMENTS

Tokens move according to the rules of chess, depending on the pieces indicated on them. In one move:

- **a rook** 🏰 moves 1 or 2 spaces in a straight line,
- **a queen** 👑 moves 1 or 2 spaces in a straight line or diagonally,
- **a king** 👑 moves strictly 1 space in a straight line or diagonally,
- **a knight** 🐎 moves strictly 3 spaces in an L-shape. Unlike other pieces it can jump over occupied spaces, as long as the third space is empty (see example below).



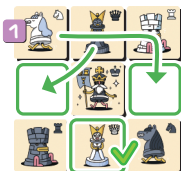
You can still only move tokens to empty spaces and can't move them outside of the play area.

EXAMPLE OF COMPLETING A TASK

Mary announces that she can complete the task in 5 moves. Nobody interrupts her, so Mary tries to prove her answer. One token is already in its designated spot – the queen in the center of the bottom row. Mary has to move all the other tokens.



1 First Mary moves the white knight 3 spaces in an L-shape, then the black queen 1 space diagonally. Great, three tokens match the task already!



2 Then she moves the white rook 2 spaces to the left and the black knight in an L-shape. She has to move this knight to empty the space in the corner for the king that replaces a white piece in the task.

3 Mary uses her fifth move to move the king 1 square diagonally, completing the task!



SOLO Game

Choose the version of the game – Sliding Puzzle or Chess. Flip the cards and tokens to the respective side.

Form the play area according to standard rules. Take 10 random task cards and form a deck. Put the other cards back in the box. Open a stopwatch on your phone.

Start the stopwatch and begin completing tasks: take the top task card in the deck and move tokens according to the rules of the chosen game mode until you complete the task. Then immediately take the next card in the deck and try to complete that task. Once you've completed all 10 tasks, stop the stopwatch and check how much time it took you:

SLiding PUZZLE mode



More than 3,5 min
Practice makes perfect!

More than 2,5 min, but less than 3,5
On the brink of success!

More than 1,5 min, but less than 2,5
Precise thinking!

Less than 1,5 min
Phenomenal!

chess mode



More than 5 min
The first step to greatness!

More than 3,5 min, but less than 5
Promising results!

More than 2 min, but less than 3,5
Excellent moves!

Less than 2 min
Chess genius!

BLITZ Game

If you want to make any version of the game quicker and easier, only use the cards that give you 1 victory point and put the others back in the box. And if you wish to make things harder, use only the cards that give you 2 victory points.

Credits

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